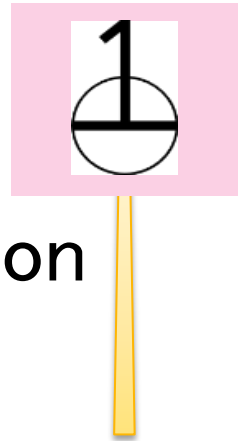


TRIZ user's skirts of a mountain is expanded.

Invention principle workshop

~ Interactive, experience, and own declaration



- ◆Device1) Interactive is considered.
- ◆Device2) Various beginning to be able to come and go in seat study and experience
- ◆Device3) It discovers and it explains the invention principle and the contradiction solution for myself.

It is a screen that has been displayed to the workshop beginning to appear.

Business card exchange & introduces first.
It talks afterwards.
It explains each other.
I hope the degree in which the sit-down is considered.



Idea creator Yoshitoku Takagi

(reference)Flow of workshop

It makes can doing reverse TRIZ a goal.

- ・Importance of common language
- ・Invention principle
- ・Physical contradiction

It experiences in this order.



Why is it easy to give the business card each other?

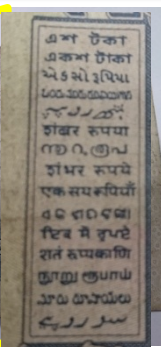
- Shape and the material become complete.
- The content of the description becomes complete.
- The exchange procedure becomes complete.

Therefore, 「Common language of self introduction」



= Present

To present the problem solving experience



Official language of 15
It is a cooperation of
labor in English.



**Common language of
problem solving**

Results～It introduces execution & to 300 description people or more.



- Sansouken
- Technological person association
- The University of Tokyo
- Daikanyama ivy shop bookstore
- (Toyo Keizai Shinposha)
- (Nikkei Business Publications, Inc.)



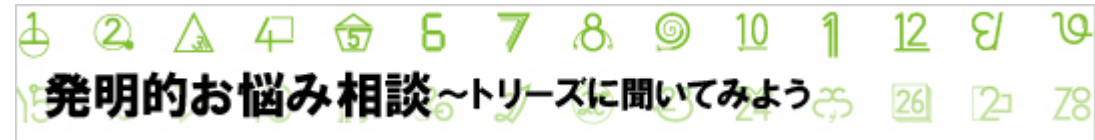
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1. 234日間100位以内

トリーズ(TRIZ)の発明原理40 あらゆる問題解決に使える
[科学的]思考支援ツール

高木芳徳

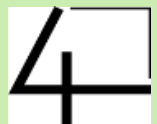
★★★★★ (5)

単行本 (ソフトカバー)

Device 1: Interactive valuing

Answer plate How to make

It is each one in the pertinent tag paper
attention symbol is drawn.



It explains separately by one step.

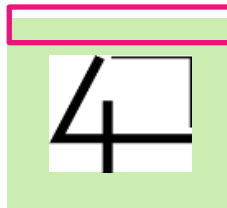
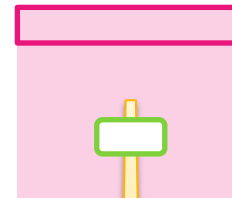
chopsticks are taken out of the bag.
des in two.



It is partially a paste.

It is fat ahead.

rd is turned over.
it with the seal with chopsticks.

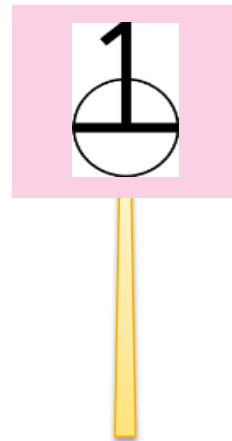


4. it completes making 4.

The possession person is thin

Invention principle observation from familiarity and a variety of device examples

Interactive is maintained also in WS of 75 people.



1 分割原理

——ブランチ——



「分割して統治せよ (Divide et impera)」という格言が、古代ローマ時代からずっと残っています。(※1 分割原理)とは、その名の通り分割することにより解決するという原理で、多くの場面で使われる、発明原理の1番にふさわしいものです。

空間、時間、結び合う問題などあらゆる「モノ・コト」が分割の対象となります。

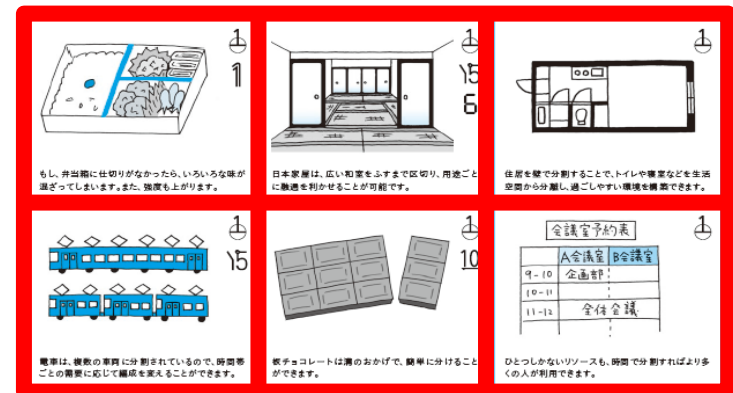
たとえば空間の分割には、机の中や工具箱、お弁当箱の中を仕切りで分割するといったことや、家の中を玄関・寝室・風呂と使い分けること、さらには、地球を国ごとに分けていくことがあります。どれも「もしまったく分割されていなかったら？」と思うと(※1 分割原理)の効力が感じられるに違いありません。

限られたリソースを時間で分割する、という方法もあります。会議室や公民館の予約、温泉旅館が時間によって大浴場を男女入れ替えること、露天風呂の使い切りや、PCのCPU処理も、時間でリソースを「(※1) 分割」することによって問題を解決しています。

さらに(※1 分割原理)を握り下げると、「分割の度合いを強める」、「分割しやすくしておく」といった工夫(サブ原理)も生まれてきます。

たとえば「男女別」をさらに「男女別・年代別」にしてより詳細に顧客層をセグメント分けしたり、分割幅を12回から36回まで対応したり、というのが「分割の度合いを強める」ことです。「分割しやすくしておく」というのは、たとえば、板チョコやカレールウのように、あらかじめ溝を用意しておくことです。電車が車両ごとに分かれていることで、10両編成から6両編成にすぐ組み替えられるということにもこのサブ原理が関係しています。

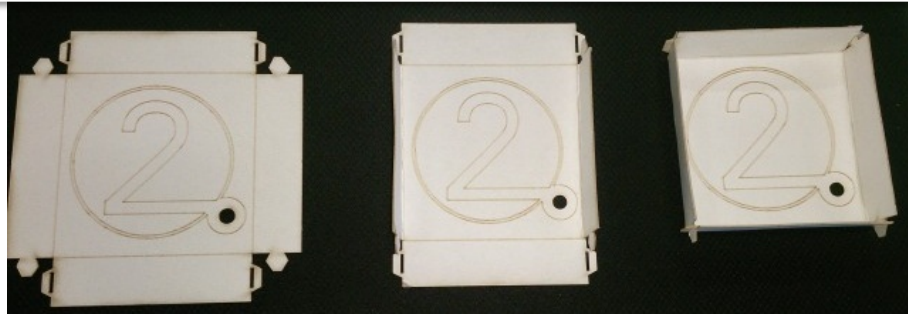
困ったときはまず状況を分割したり、今までの対応を分割したりして考えてみましょう。



「組み合わせを重視してパーツに分割しておく」ことにより、適応性や融通性の向上につながります。また、分割しやすくなる溝を用意しておくのは、操作の容易さにもつながります。

- 連想語 分ける、セグメント分け、場合分け、小分け、要素分け、区切り、時分割、スケジューリング、パーツ、水平分割、段差にする、ナノ、
- 具体例 弁当箱の仕切り、板チョコ、カレールウ、カレー粉、電車の編成、会議室利用の時分割、温泉の男湯・女湯の時分割、CPU処理、ナノ粒子、

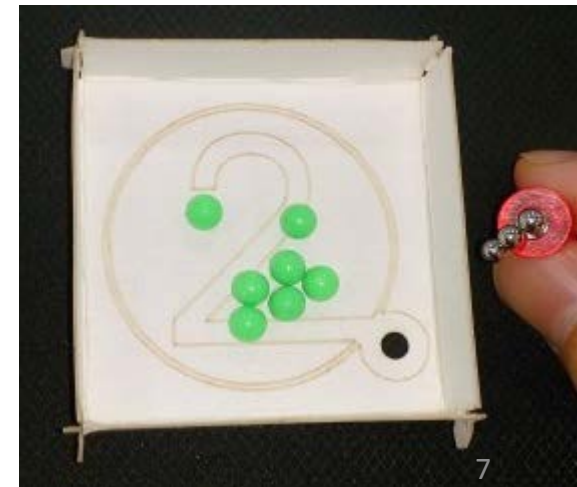
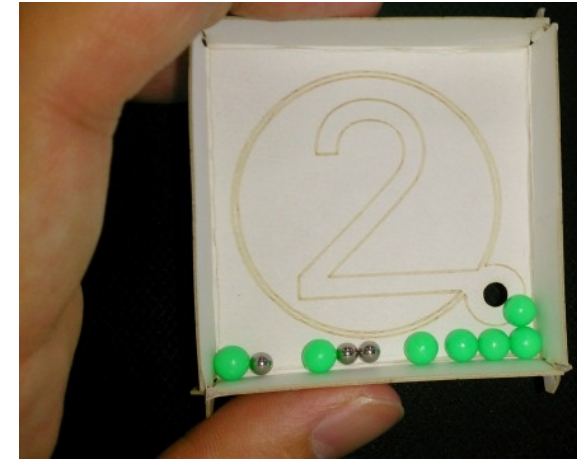
Device 2: Valuing of experience



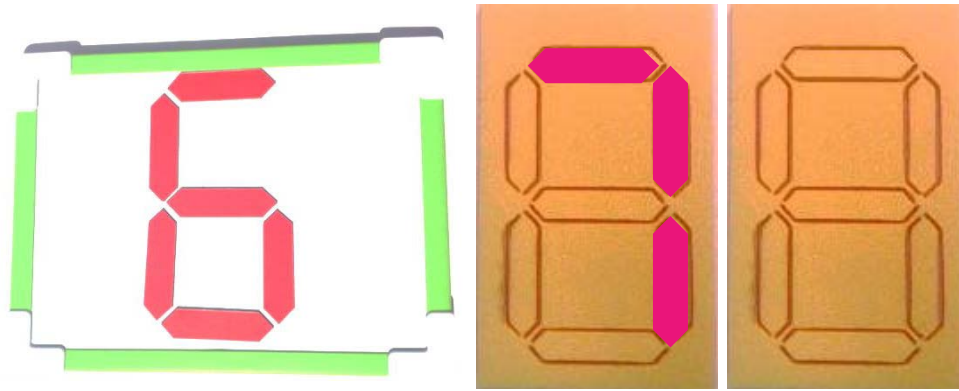
#2 Separation principle

- How to make and How to use.

- Cardboard is put in the direction where two is seen. The right and left vicinity is squarely folded. The upper and lower vicinity is squarely folded. It passes through the hole of the tab part of four corners and it is ..shape of the mass...
- Can the gem able to be put, and put out from the hole only the gem of iron?
- Let's appropriate the magnet from the back and separate.

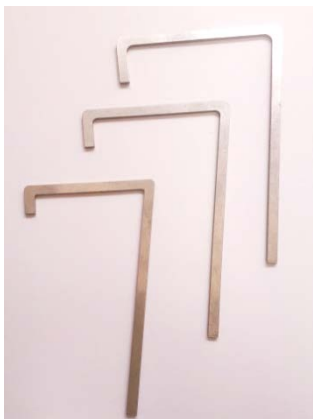


#6 Generality principle: Experience toy

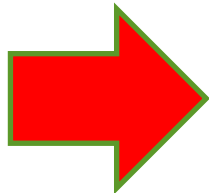


It is possible to make it by touching 0-9 of the digital numbers.

#7 Nest principle: Experience toy



The place is not taken up by the nest.

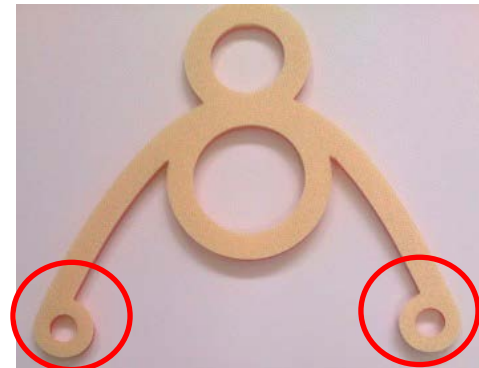


#8 Balance principle: Experience toy

Material: Two batteries + 「Yaji^や」



- ① Is yajirobee supported from the under and do it balance?
- ② Please do two batteries to each both arms in and crowd.



横から見た図



- ③ It balances in various points when completing. Let's play. With stability. This is invention principle # 8 "Balance principle".

Publishing request from science Communication Center

<http://www.jst.go.jp/csc/workshop/tool.html>

Device 2-2 : It experiences by using the cake.

1 分割原理
—ブンカツ—

**「困難は分割せよ」ということ
形の分割、時分割などが例**

「分割して統治せよ (Divide et impera)」という格言が、古代ローマ時代からずっと残っています。《#1 分割原理》とは、その名の通り分割することにより解決するという原理で、多くの場面で使われる、発明原理の1番にふさわしいものです。



シンボルは、1が〇を仕切って分割する様子をあらわしています。





11

The chocolate bar is divided because it is too large to eat in short.

It is an invention principle in prior. in PETZ

#9 Advance reaction principle


#11 Prior protection principle

#10 Advance action principle

#12 Place principle

It becomes a chance also for atmosphere to become peaceful when the cake is served and to open the mouth.

PETZを観察

- 1** 割れないよう
ケースで保護されている
- 12** 開けばいつでも一番上に
- 10** 取りやすいように
一番上だけ飛び出してくる
-  手を離せば閉まる



Device 2-2 : It observes it by using the thing.

Fresh discoveries were able to be received from it was easy to ring in one's heart, and the participant by actually touching.

Example:Tip of tape measure.



The battery is observed by
<# four asymmetric principle >.



It is possible to put it on piece wrapping instant coffee. 「Separation invention principle」

- #1 Division principle
- #3 Locality quality principle
- #2 Separation principle
- #4 Asymmetric principle

Device 3

It discovers and it explains the invention principle and the contradiction solution for myself.

- Unpalatable “Favorite invention principle” is chosen.
 - It explains it to others.
 - Something is observed invention principle.
- Contradiction is extracted together from the observation
 - Contradiction → Invention → Solution introduction
- It is given each other.

従来の問題を[科学的]な矛盾で捉える

- 例えば、下記のようなインスタントコーヒーの袋
- 普段は何気なく「使う」だけ

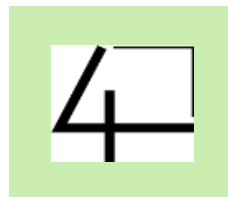
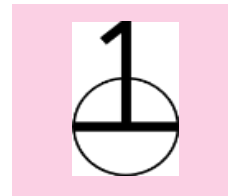


- でも「発明原理」と「矛盾した要求」を意識すると見えていなかった「問題→解決」が観察できる！

Did you like it most?

- # 1 : Division principle?
- # 2 : Separation principle?
- # 3 : Locality quality princip
- # 4 : Asymmetric principle?

該当する番号札を挙げて下さい



「By a pair, Please speak the invention principle that entered a nature each other in one minute.」

Device 3&2 in principle observation seat

The invention method can be scientific and, otherwise, doesn't become it.

Observation object: Nescafe Excella

Observation day

TRIZCreator G・Alto Schurer

1 <#1 Division principle>

A problem is solved by dividing the thing and the space and time.
The problem is delimited and it makes it to subdivision.
The resource is used by timesharing ...

- It divides fully in each amount.
- It is easy to be melted by dividing like the powder.



2 <#2 Separation principle>

The problem and the space and time are separated and the problem is solved.
The problem is extracted, and it isolates it from another.
The problem is solved one at a limited time ...

- Moisture is separated and it is made it only to the powder.
- It separates from moisture on the outside by wrapping.

3 <#3 Locality quality principle>

The problem is solved by one's nature locally and the problem is solved.
The problem is changed, and they are made to shine.
The problem is seen, the trained hint : fully ...

- It is easy to open it by partially of the furnace that blows being cut.

Let's think about the problem of becoming the origin of this device (contradicted demand).

4 <#4 Asymmetric principle>

The problem is solved by destroying symmetry.
The problem is solved by right and the left, and the material is different.
The problem is solved by clarity that is not the object in usual 0

- It is easy to clarify the top and bottom by making the display of the furnace that blows asymmetry completely (The right-handed person :).

The solved problem is caught by scientific contradiction and it presents it.

It wanted it, and strength was locally lowered because it wanted it even if it was low each other and strength of the package solved the problem though it was high each other.

Observation object




①: Demand

When it wants to drink and it becomes it
The package at once
I want to be opened.

【②: Problem to “1”】

The package : first.
It was not easy to have cut it.


The parameter is arranged
and it defines it
contradiction.

⇒ Strength of the package
It should be low.

【③ ... ① and contradicted demand】

The package : while
transporting it.
You should not cut.

⇒ Strength of the package
It should be high.

Then, let's give it between tables each other.

- Please decide the table representation
- Two minutes a person
 - Contradiction definition (for one minute)
 - The order of invention principle (for one minute)



次のアクションをお願いする例

- Declaration of the following action
私は 番の 原理で、
 を観察してみようと思います。

Pleasure that can present
person device that I found

- さんから、 についての工夫を聞いてみたいです。
- 私も の工夫について一般化し、他者に与えられるプレゼントにします。

Summary

- The workshop where convenience was actually felt because TRIZ was assumed to be “Common language of problem solving” was held.
- Even if it is a workshop of 75 people, interactive is maintained by introducing the answer plate.
- The experience with a cake and an invention principle toy is popular.
- Announcing “Contradiction → solution” found for myself in front of all members rises.
- Please continue your favors toward the guidance encouragement in the future.